ACTIVISION

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ULTIMATE AIR COMBAT

PLAYER'S GUIDE

NES-32-USA

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Programming by Dennis Caswell, David Ross, Jeff Lefferts
Designed by Chris Shen, assisted by a cast of thousands
Produced by Steven Ackrich
Co-produced by Joe Ybarra and Tom Sloper
Additional Programming by John Vifian
Graphics by Paul Watts, Karen Mangum, Bruce Krueger, Jean Xiong, Sheryl Knowles, Kristin Mallory, Mimi Doggett, Jeff Lefferts, Dennis Caswell, Kristen Wigren
Music by Richard Miles Boogar
Additional Music by Matt Berardo
Sound Effects by Pete Mokris
Special thanks to (in alphabetical order) Doug Barnett, Steve Cox, Kelly Flock, Luis Rivas, Chuck Romberger, Matthew Sarconi, Joy Schneer, Tony Van, Bill Volk
Marketing Support by Kelly Zmak
Testing by Kelly Rogers.
Player's Guide by R.B Cheek and L.B. Cheek
Player's Guide Design by Lisa Norton
Screen Shots by Pat Zmak

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THE STORY

General Luigi Don Gwano...his name strikes fear into the people within reach of his wicked empire. Now he is gathering a vast arsenal to seize all neighboring oil fields. If his plan succeeds, it will propel his empire to superpower status.

Our president sees only one course of action.. he has given the green light for a series of surgical air strikes. These missions are designed to cripple the invading military machine before it can lay waste to Don Gwano's neighbors.

That's where you come in... as the Navy's greatest test pilot, you have been chosen to execute these critical missions. Armed with a fully equipped carrier, 3 of the most sophisticated planes ever designed, and the devastating test weaponry of Professor Newron, it's your job to achieve the impossible... remove the threat of Don Gwano before he bends the Free World to his will.

Getting Started

1. With your game system and TV or monitor off, insert the *Ultimate Air Combat*™ cartridge into your Nintendo Entertainment System, as described in your owner's guide.

2. Turn on your game system and TV or monitor. Press **Start**.

3. At the selection screen, press either the **up** or **down** arrow keys on the control pad to select **"Start"** or **"Password"**. To start a new game move the pointer to **Start** and press the **Start** button to begin. To restart a game using a password, select **Password** and press start (see Password Entry on the following page).

Password Entry

A password is given every time you return from a mission. This password will save all the information about your current game except your score. The score will start from zero (0) every time you use a password. To enter a password follow these instructions:

1. Select **Password** on the selection screen and press **Start.**
2. Using the joypad, move the red box to the first letter or number of the password and press the **A** button to enter the letter. Hitting the **B** button or selecting **BACK** will erase the last entry.
3. Enter the remaining numbers and letters for the password. To enter the password, move the red box to **ENTER** and press the **A** button.
4. If the password was entered correctly, the game will begin from the point where the password was given. If the password was invalid (incorrect), the password screen will display an error message. Check your password, make any necessary corrections and select **ENTER**. Pressing the **Start** button with an incomplete password will begin the game from the first mission.

Mission Selection

There are 4 missions per level. You can choose the order of the missions by moving the **left**, **right**, **up** or **down** arrow keys to the desired mission. Hit **A** or **Start** to begin the mission. As missions are completed, a "smoking ruin" picture will be seen with the word "done" beneath the picture. Completed missions cannot be re-selected.

Mission Briefing

Once a mission is selected, Admiral Cliff Stormdrane will brief you on the target and defenses of that mission. A slide will be displayed showing the target that is to be destroyed.

Plane Select

The game begins with three planes to choose from: the F14 Tomcat, the AV-8 Harrier and the F18 Hornet. Each plane has different flight characteristics, and each can carry different types of weapons. If a plane is destroyed during combat, it is lost for the remainder of the game. Lose all three planes and the game is over.

AV-8 Harrier

The Harrier is known for its hovering or VTOL (vertical take-off and landing) capabilities. This plane can actually stop and hover like a helicopter. This aircraft has the strongest armor and can take large amounts of damage. The Harrier is also the best air to ground assault plane but it is extremely vulnerable when confronted by experienced Mig pilots.

F14 Tomcat

The F14 is the best plane for air-to-air combat. Originally created for the defense of aircraft carriers from incoming enemy planes and missiles, the improvements by Professor Newron will make this plane a deadly air-to-ground machine.

F18 Hornet

Of the planes at your command, the F18 Hornet is the fastest. In Afterburn, it can outrun all enemy planes and most enemy missiles. The smaller design of the F18 will allow the professor to add modern air-to-air weapons that the other planes could never carry.

Weapon Arming Screen

Arm your plane to the teeth! Choose wisely, since each plane can carry a limited payload. There are points on your plane (called hardpoints) where weapons can be attached. Some weapons are small, like the sidewinder

missile, allowing more than one missile per hardpoint.

If you don't want to bother loading weapons onto your plane, simply hit the **Auto Arm** button and select **Finished**. Your crew will automatically select the appropriate weapons for your mission. If you want to load up your plane manually, follow these instructions:

1. Using the **up** arrow, move up to the picture of the weapon. With the weapon's name flashing, you can select other available weapons by using the **right** or **left** arrow.

2. To load the displayed weapon onto the plane, simply press **A**. This will fill one hardpoint on each side of the plane with the selected weapon. Hitting the **B** button will remove the weapon from the plane. If a red **X** appears or an error sound is heard, that means there is no more room for that particular weapon.

3. To completely unload your plane, select the **Unload** option.

4. When you are finished arming your plane, select **Finished.**

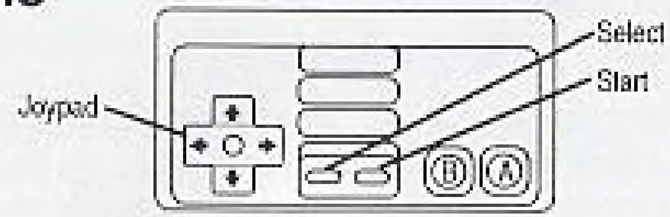
The Objective

Your mission objective is identified in the mission briefing.

The game is divided into two segments: the air game and the ground game. Before you can engage the objective in the ground game, you must first destroy all of the enemy planes in the air game. The message window will display the number of remaining planes as they are destroyed.

To complete the mission you must eliminate the designated targets for that mission. Destroying other ground objects adds to your score, but is not necessary to complete the mission.

Controls

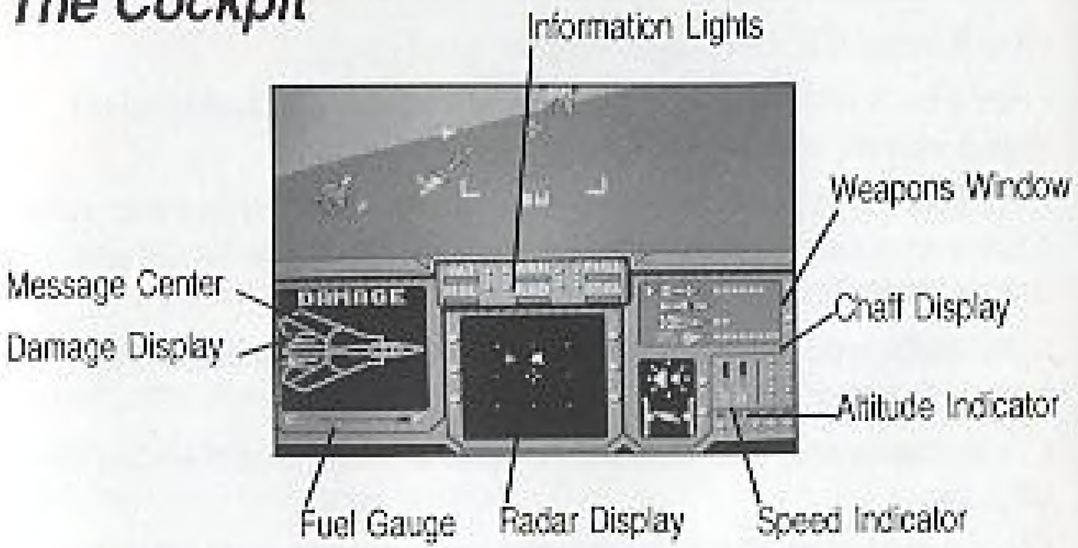


Although the game has 2 unique viewpoints, the controls are identical for both.

- Hitting the **UP** arrow causes the plane to go into a dive and lose altitude (like pushing a real plane's joystick forward).
- Hitting the **DOWN** arrow will cause the plane to climb and gain altitude (like pulling back on a real plane's joystick).
- The **RIGHT** arrow causes the plane to bank to the right.
- The **LEFT** arrow causes the plane to bank to the left.

- The **A** button fires machine guns (there is unlimited ammo for guns).
- The **B** button fires the selected weapon.
- Hitting the **A** and **B** buttons at the same time will release **Chaff** to defend against incoming missiles.
- The **Start** button pauses and resumes the game during play. In the air game, if **Select** is pressed while the game is paused you can review the damage of your plane and see the number of remaining enemy planes.
- The **Select** button selects between available weapons. Note: If a weapon runs out of ammunition it will not be available for use.
- To increase your speed, hold the **B** button down while hitting or holding the **UP** arrow.
- To reduce your speed, hold the **B** button down while hitting or holding the **DOWN** arrow.

The Cockpit



• Speed Indicator - The faster your plane is flying, the faster your fuel is consumed. Note: The Harrier uses more fuel when hovering in place.

• Altitude Indicator - On the first level your plane cannot crash into the ground. **Starting on the second level your plane can be destroyed by crashing into the ground.** Listen to the audio alarm and keep an eye on this gauge to keep yourself from winding up in the drink.

• Radar Display - Shows location of enemy planes, incoming missiles, bonus balloons and friendly missiles. If they appear in **red** they are above you. If they appear in **gray** they are below you. If they appear in **white** they are level with your plane.

• Damage Display - As your plane becomes damaged, areas of your plane will be seen in yellow. If they are heavily damaged they will be seen in red. Note: Your plane's performance will be affected as areas are destroyed. For example, if your radar is destroyed, it will not work properly.

• Message Center - Vital information will be displayed in this location. The number of enemy planes remaining, incoming missile warnings, stall warnings and low fuel are the messages that will appear here.

• Weapons Window - The number of remaining weapons are seen as small white boxes in this window. Rechargeable weapons must be fully charged to fire. Their energy level is displayed by a sliding power bar. When fired, a rechargeable weapon's power bar is reduced.

• Chaff Display - Each small white box represents one remaining chaff cannister.

• Fuel Gauge - This gauge shows the remaining fuel. If fuel becomes critical, a warning sound will be heard.

• Information Lights

  • ALT (Altitude) - If your altitude is too low or too high this light will come on.

  • BRN (Afterburner) - This light will come on when you are using your afterburner (full power)

  • RAD (Radar) - If an enemy plane has a lock on you, this light will come on as well as a warning sound to let you know you are in danger.

  • STAL (Stall) - When your plane stalls this light will come on.

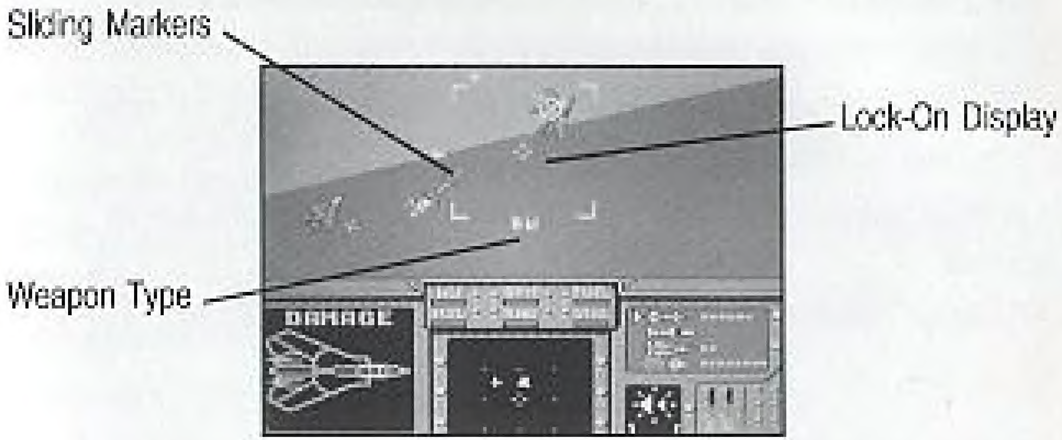
  • FUEL - This light is for critical fuel levels.

  • MSL (Incoming missile) - This light will come on when you are being tracked by an incoming missile.

• Artificial horizon - If you become disoriented, use this indicator to level yourself.

• Direction Indicator - If the arrow is pointing up, your plane is heading North.

The Heads Up Display (HUD)



• Sliding Markers - The markers located on the top and left side of the HUD show the location of the nearest enemy plane. If the top marker is at the center of the HUD, pulling up (down arrow) or pushing down (up arrow) will bring the plane into view. If the left marker is centered, moving to the right (right arrow) or left (left arrow) will bring the plane into view. If both markers are centered, the enemy is directly in front of you or directly behind you.

• Weapon Type - The abbreviations for each weapon type is seen at the bottom of the HUD. For example, "SW" will be seen when a Sidewinder missile is selected. Use the chart below to reference each weapon type

AL = Air-to-Air Laser

SP = Sparrow Missile

SW = Sidewinder Missile

PH = Phoenix Missile

AS = ASRAAM Missile

GL = Air-to-Ground Laser

MV = Maverick Bomb

HP = Harpoon Ground Missile

AX = AS-X-10 Bomb

BB = Backfire Cannon

TH = Thunderball

RK = Rockeye Bomb

GB = Guided Bomb

SE = Sea Eagle Ground Missile

• Lock-On Display - Lets you know if you can fire the currently selected weapon. Each weapon reacts differently. For example, a Phoenix Missile will instantly lock onto an enemy plane that enters the HUD, while others may react more slowly. If an "X" is seen in the center of the lock-on circle, you are either out of that particular weapon or there is already a missile in the air (**only one missile can be fired at a time**). When the enemy plane is out of range of your missile a box is seen around the plane. Note: You won't be able to fire a missile if you don't have a lock on the enemy plane.

Target is out of range.

Target is within range but a lock has not yet been achieved.

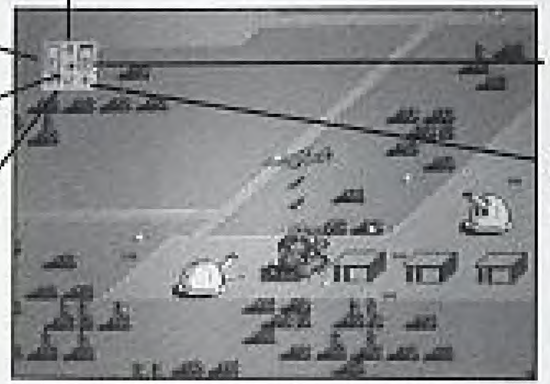
Locked on and ready to fire

Target is too close to fire missile

The crosshair appears when there is a target within range of your machine gun or laser.

If an X appears in any of the targeting reticles, then either there are no missiles available or there is already a missile in flight.

The Dash



• Navigational Arrow - The navigational arrow tracks the mission objective that is closest to your plane.

• Number of remaining targets.

• Damage Display - As damage becomes critical, this indicator will start flashing red.

• Fuel Gauge - As fuel becomes more critical this indicator will start flashing red.

• Selected Weapon (See abbreviations on pages 21 & 22)

• Remaining ammunition for selected weapon. If a weapon is ready to fire or there are more than 9 weapons remaining a "+" will be seen in this area. If a weapon is recharging or is out of ammunition a "0" will be seen in this area.

• Targeting Reticle - All air-to-ground weapons are equipped with a targeting reticle. Line up this circle on target and hit the B button. The bomb will land at the location or near where the circle had been at the moment the B button was pressed.

Bonus Balloons

A Bonus Balloon can be found by destroying a plane in the air game or ground object in the ground game. To get these balloons, maneuver your plane to intercept them.

There are 4 types of Bonus Balloons. The letter seen in the Balloon shows the type of bonus that you will receive for catching that balloon.

F - Extra Fuel = increase fuel

M - Extra Missiles = 1 additional missile for each type

B - Extra Bombs = 1 additional bomb of each type

R - Repair = fixes a damaged section of the plane

Battle Assessment Summary

When your plane returns from a mission (whether it has been completed or not) you will receive information on the number of enemy planes shot down, the number of ground objects destroyed, mission score and total score. The password is also found at the top of this screen (see password screen for information on how to enter a password).

Note: Your plane is completely repaired for the next mission.

Helpful Hints

• If you receive a stall warning, level your plane. You are climbing too steeply. If you do stall, you lose altitude; so level your plane, or you could end up crashing even if your nose is pointed straight up.

• Listen to your copilot! If he says something, it's usually very important and requires some type of reaction from you.

• The "out the cockpit view" could be confusing for first-time pilots. Therefore, there is no way to get knocked out of the sky in the first mission. Try doing loops, barrel rolls, and other acrobatics in this mission to become familiar with the capabilities of the planes.

• In the air game, enemy missiles can be shot down using your machine gun.

• Your plane can be tossed by the wind. As you progress through the game wind conditions become more powerful.

• If enemy planes are giving you a problem, get them on your tail and slam on the brakes (reduce speed). They will fly past past you and into your sights.

• Some objects are almost invulnerable to most weapons. Try all weapons to see which are most effective.

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- your name and return address, and
- a photocopy of your dated sales receipt.

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1. Send the cartridge and the manual in the original packaging, if available, or other protective packaging.
2. Enclose a photocopy of your dated sales receipt.
3. Enclose your name and return address, typed or printed clearly, *inside* the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software.
5. Write the name of the product and the brand and model name of your game system on the *front* of the package.

Send to:

WARRANTY REPLACEMENTS, Activision, P.O. Box 3047, Menlo Park, CA 94025

ADVISORY

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A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found

to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio - TV Interference Problems
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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